

MechSwapper

I know it is spelled incorrectly but this is the name !

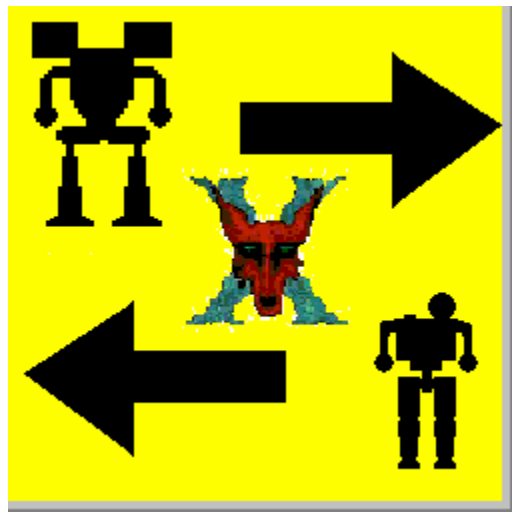
by Mechronom

Version 2.5 released: 2007

Version 2.52 released: 2011

Last updated by wolfman: 2024

Edition for MC2X (R61)



MechSwapper

What is this program ?

MechSwapper is a tool for Mechcommander2 mission designers and gamers. The main purpose of the program is to modify previously created missions by quickly swapping mechs and other units from a predefined catalog. The catalog contains the original MC2 mechs and vehicles and all other units created later and added to wolfman-MC2X.

What can it do?

If missions and campaigns were created using the editor provided by MC2X the program will be able to modify those missions. It is possible to replace (exchange) units, select variants, select pilots and the skill level of each pilot.

What can it not do?

It can't add new units on the map of a mission. It can't modify mission files that are packaged inside fast (fst) files

What is it good for, then?

The program can highly efficient exchange units, select variants, pilots and pilot skill levels without having to open the mission file using the mission editor, locate individual units on the map, modify those units and save again.

Which files are used?

- MSwapper.exe :is the actual application file
 - Mechasdataset2.xml: the xml basic format
 - Mechasdata5.xml: the list of units
 - 240 jpg images representing the units that can be swapped.
- The names of the images are the same used for the equivalent unit.csv file in the object folder.
The images are not essential for the functionality of the program.

The Mechasdata5.xml file contains the unit catalog.

This is an example of a unit in Mechasdata5.xml:

```
<Mechas>
  <name>Adder</name>
  <weight>35</weight>
  <house>Clan</house>
  <code>928</code>
  <filen>Puma</filen>
  <vehitype>0</vehitype>
  <origen>1</origen>
</Mechas>
<Mechas>
  <name>Annihilator</name>
  <weight>100</weight>
  <house>Mercenary</house>
  <code>88</code>
  <filen>Annihilator</filen>
  <vehitype>0</vehitype>
  <origen>1</origen>
</Mechas>
```

Where are the files placed?

The files can be placed in any folder and run from it. *All the files must be placed inside the same folder, never apart.*

The program requires Microsoft .NET Framework Version 2.0 or better.

<http://www.microsoft.com/downloads/details.aspx?familyid=0856eacb-4362-4b0d-8edd-aab15c5e04f5&displaylang=en>

What files are modified?

Mission.fit files; the program will not work if purchase.fit files are selected.

The program will save the older mission.fit file with a new file name. The new file name adds in front of the old file name numbers related to the year, month, day, hour, minute and second. Example: old file name mc_23.fit changes to 20060321133434_mc_23.fit and the new file takes the name mc23.fit. That way a backup of the original file is kept.

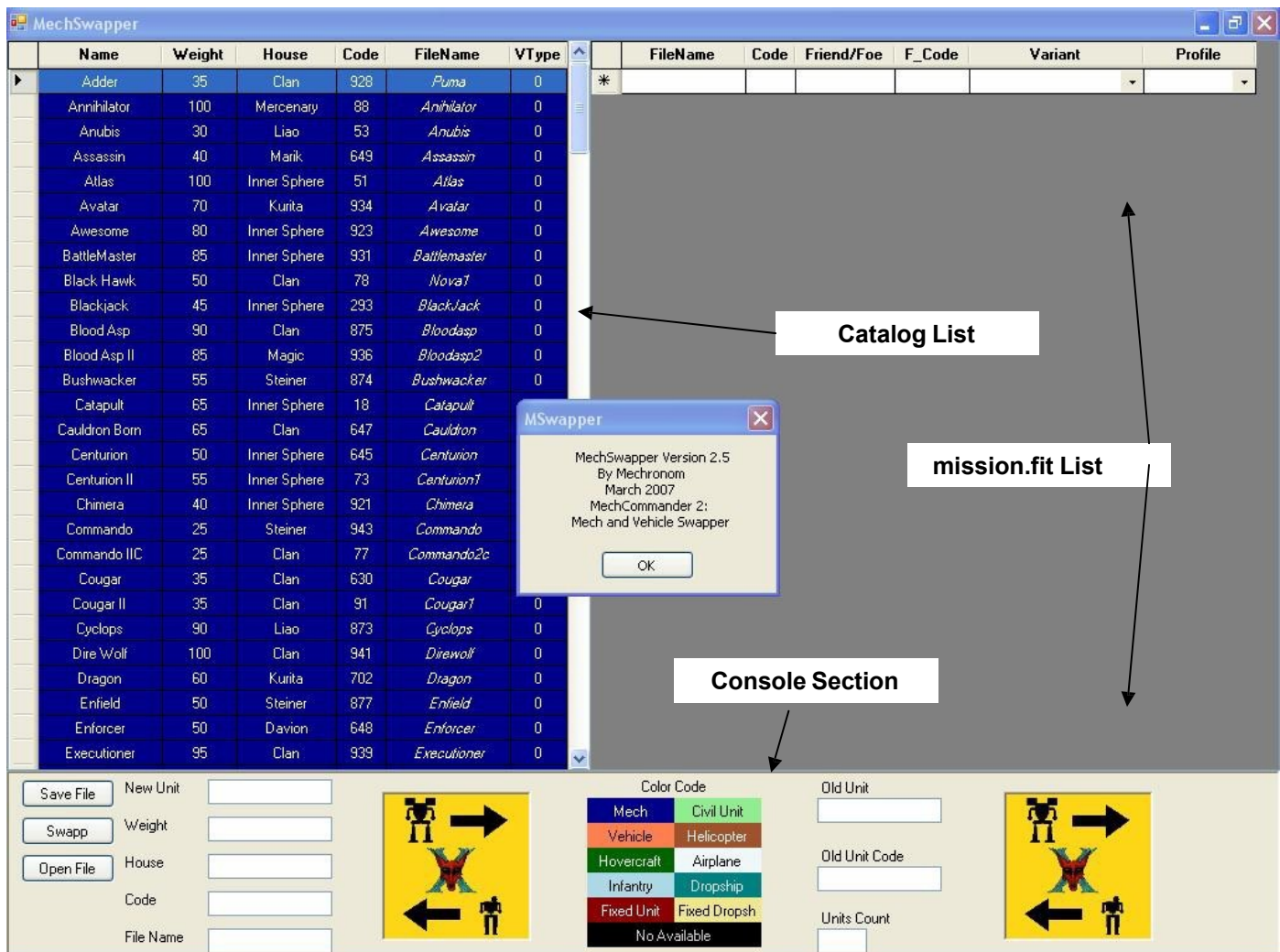


Figure 1 Starting window that shows the catalog of units on the left side

Start the Program

Click on MechSwapper file to start it and display a screen that looks like **Figure 1**. The table on the left side is the catalog of units that opens automatically from the two xml files.

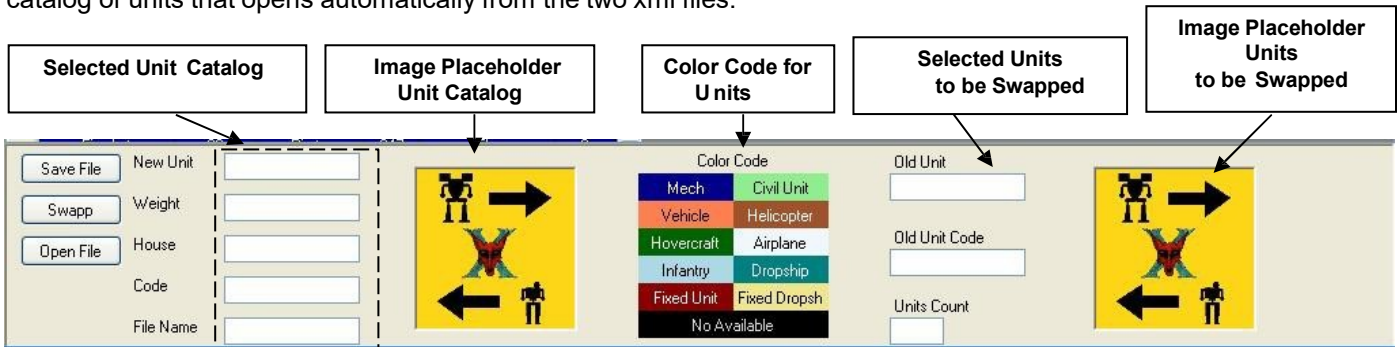


Figure 2 Console section located in the lower left contains the buttons to open the mission.fit file, to swapp units and to save the modified file. For the selected unit from the catalog name, weight, house, code number and the file name are displayed. The Old Unit textbox shows the name of unit to be swapped and the unit code. The Units Count textbox contains the number of units in the mission.fit file.

Notice the Yellow boxes with the Timberwolf/MadCat and Summoner/Thor and the arrows. That is the place holder for the images of the units being swapped. If the images are missing a note will appear saying "Image not Available". The image is a jpg with the same name as the equivalent *.csv file in the object folder.

The console section is located in the lower-end, see Figure 2. It contains the buttons for opening the mission.fit file, to swapp unit and to save the revised mission.fit file. The text windows to present the selected unit from the catalog including:

- Name: MC2 name
- Weight
- House: Davion, Steiner, Liao, Pirate, Clan,...etc.
- code number
- File Name
most of the times it is the same name of the MC2 name, but once in a while it is different;
example: MC2 name: razorback, file name: werewolf

The old unit textbox shows the filename of the unit to be swapped which is provided by the mission.fit file. The Units Count box contains the number of units in the mission.fit file.

Figure 3 shows the standard open file that allows you to browse if you placed mechswapper files in different folder than the ...\\data\\missions\\ path. Select the file by clicking on it and open it. Notice the files with name *_purchase, which are .fit files but not mission definition files and will not fill up the list in right. After opening, see **Figure 4** the window on the right side is now filled with the list of currently placed. The order of their appearance is the same as in the mission.fit file.

Figure 5 shows a close up of the catalog list on the left side. The heading shows:

- Name
 - Weight
 - House
 - Code
 - Filename
 - VType
-
- 0 : Mech 10 : Vehicle 11 : Hovercraft 12 : Infantry 13 : Fixed Unit
 - 20 : Civil Unit 30 : Helicopter 40 : Airplanes 50 : Dropship 51 : Fixed Dropship

The VType parameter is used to differentiate between and sort visually the different unit types

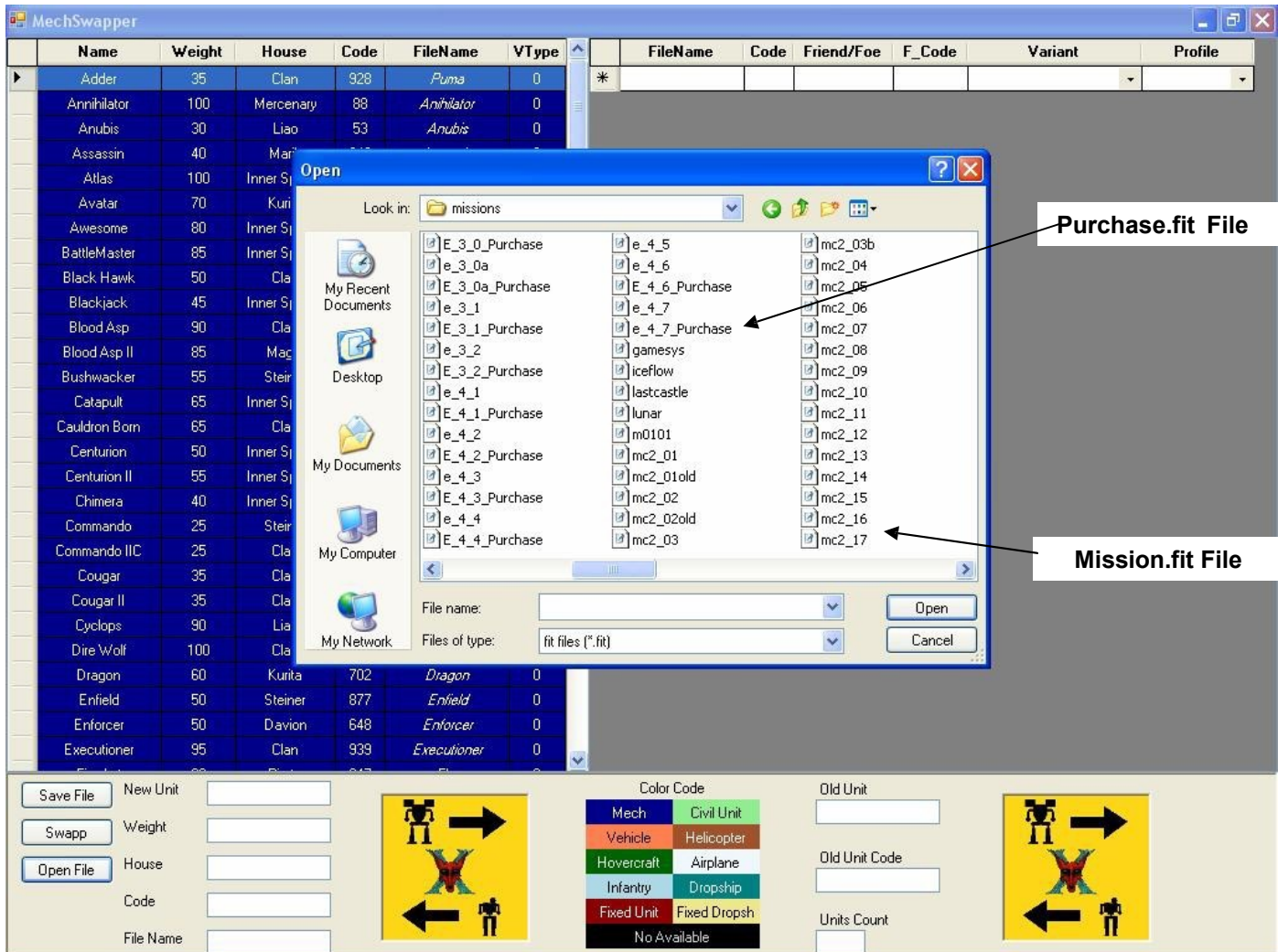


Figure 3. Standard open file that allows you to browse if you placed MechSwapper files in different folder than the ...\\data\\missions\\ path. Select the file by clicking on it and open it. Notice the files with name *_Purchase, which are .fit files but not mission.fit files.

Figure 6 shows a close up of the unit list from the mission.fit file on the right. The headings show:

- FileName
- Code: objectID as defined in [mc2xinv.csv](#) and compacted in [object2.pak](#)
- Friend/Foe:
 - SquadMember: this are the guys you control
 - Foe 1, Foe 2: Enemies, sometimes you have two teams that will fight between each other and at the same time attack you if you give them a chance.
 - Allies: this are the guys that attack your enemies at the same time will not threat you.
- F_Code:
 - PM207300 Player Units
 - PV20500 Enemy/Allies Units (Vehicle Profile)
 - PM101100 Enemy/Allies Units
- Variant: It is common to have two or three standard variants. The best case is the Atlas when 0 is the standard mech, 1 is Claymore's Atlas and 2 is Renard's Atlas. The variant cell is a pull down menu that provides the number of the variant, a capital "J" if the mech has jump jets and the name of the variant. The number of variants is defined by the files located in the data/object/ folders. The drop down menu only shows the available variants.
- Profile: this is the pilot or pilot profile used for each unit

MechSwapper

Name	Weight	House	Code	FileName	VType
Adder	35	Clan	928	Puma	0
Annihilator	100	Mercenary	88	Anihilator	0
Anubis	30	Liao	53	Anubis	0
Assassin	40	Marik	649	Assassin	0
Atlas	100	Inner Sphere	51	Atlas	0
Avatar	70	Kurita	934	Avatar	0
Awesome	80	Inner Sphere	923	Awesome	0
BattleMaster	85	Inner Sphere	931	Battlemaster	0
Black Hawk	50	Clan	78	Nova1	0
Blackjack	45	Inner Sphere	293	BlackJack	0
Blood Asp	90	Clan	875	Bloodasp	0
Blood Asp II	85	Magic	936	Bloodasp2	0
Bushwacker	55	Steiner	874	Bushwacker	0
Catapult	65	Inner Sphere	18	Catapult	0
Cauldron Born	65	Clan	647	Cauldron	0
Centurion	50	Inner Sphere	645	Centurion	0
Centurion II	55	Inner Sphere	73	Centurion1	0
Chimera	40	Inner Sphere	921	Chimera	0
Commando	25	Steiner	943	Commando	0
Commando IIC	25	Clan	77	Commando2c	0
Cougar	35	Clan	630	Cougar	0
Cougar II	35	Clan			
Cyclops	90	Liao			
Dire Wolf	100	Clan	941	Direwolf	0
Dragon	60	Kurita	702	Dragon	0
Enfield	50	Steiner	877	Enfield	0
Enforcer	50	Davion	648	Enforcer	0
Executioner	95	Clan	939	Executioner	0

FileName	Code	Friend/Foe	F_Code	Variant	Profile
Starslayer	2	SquadMember	PM20730	0-J -Starslayer Prime	pmp_bubba
Bushwacker	874	SquadMember	PM20730	0-Bushwacker Prime	pmp_bubba
Catapult	18	SquadMember	PM20730	0-J -Catapult Prime	pmp_bubba
Werewolf	45	SquadMember	PM20730	0-J -Razorback Prime	pmp_bubba
Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen
Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen
Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen
Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen
Harasser	118	Foe1	pv20500	0-Harasser	pmwgreen
Harasser	118	Foe1	pv20500	0-Harasser	pmwgreen
Jaegermech	50	Foe1	PM10110	0-J -JagerMech Prime	pmwregular
Wolfhound	46	Foe1	PM10110	0-J -Wolfhound Prime	pmwregular
Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen
Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen
Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen
Wolfhound	46	Foe1	PM10110	0-J -Wolfhound Prime	pmwregular
Wolfhound	46	Foe1	PM10110	0-J -Wolfhound Prime	pmwregular
Hetzer	225	Foe1	pv20500	0-Hetzer	pmwgreen
Hetzer	225	Foe1	pv20500	0-Hetzer	pmwgreen
Hetzer	225	Foe1	pv20500	0-Hetzer	pmwgreen
Harasser	118	Foe1	pv20500	0-Harasser	pmwgreen
Harasser	118	Foe1	pv20500	0-Harasser	pmwgreen
Harasser	118	Foe1	pv20500	0-Harasser	pmwgreen
MediumCopter	234	Foe1	PM10110	0-Attack Copter	pmwgreen
MediumCopter	234	Foe1	PM10110	0-Attack Copter	pmwgreen
TroopTransport	238	Foe1	pv20500	0-Troop Transporter	pmwgreen
TroopTransport	238	Foe1	pv20500	0-Troop Transporter	pmwgreen
ArmoredCar	145	Foe1	pv20500	0-Armored Car	pmwgreen

mission.fit List

Catalog List

Save File

Swapp

Open File

New Unit

Weight

House

Code

File Name

Color Code

Mech	Civil Unit
Vehicle	Helicopter
Hovercraft	Airplane
Infantry	Dropship
Fixed Unit	Fixed Dropsh.
No Available	

Old Unit

Old Unit Code

Units Count

Figure 4 The window on the right side is now filled with the list of units in the order they appear in the mission.fit file.

MechSwapper						
	Name	Weight	House	Code	FileName	VType
▶	Adder	35	Clan	928	<i>Puma</i>	0
	Annihilator	100	Mercenary	88	<i>Anihilator</i>	0
	Anubis	30	Liao	53	<i>Anubis</i>	0
	Assassin	40	Marik	649	<i>Assassin</i>	0
	Atlas	100	Inner Sphere	51	<i>Atlas</i>	0
	Avatar	70	Kurita	934	<i>Avatar</i>	0
	Awesome	80	Inner Sphere	923	<i>Awesome</i>	0

Figure 5 Close up of the catalog list, where the headings showing Name, Weight, House, Code, Filename and VType.

	FileName	Code	Friend/Foe	F_Code	Variant	Profile
▶	Starslayer	2	SquadMember	PM20730	0-J -Starslayer Prime	pmp_bubba
	Bushwacker	874	SquadMember	PM20730	0-Bushwacker Prime	pmp_bubba
	Catapult	18	SquadMember	PM20730	0-J -Catapult Prime	pmp_bubba
	Werewolf	45	SquadMember	PM20730	0-J -Razorback Prime	pmp_bubba
	Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen
	Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen
	Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen
	Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen
	Harasser	118	Foe1	pv20500	0-Harasser	pmwgreen

Figure 6 Close up of the list from the mission .fit file showing Filename, Code, Friend/Foe, F_Code, Variant and Profile.

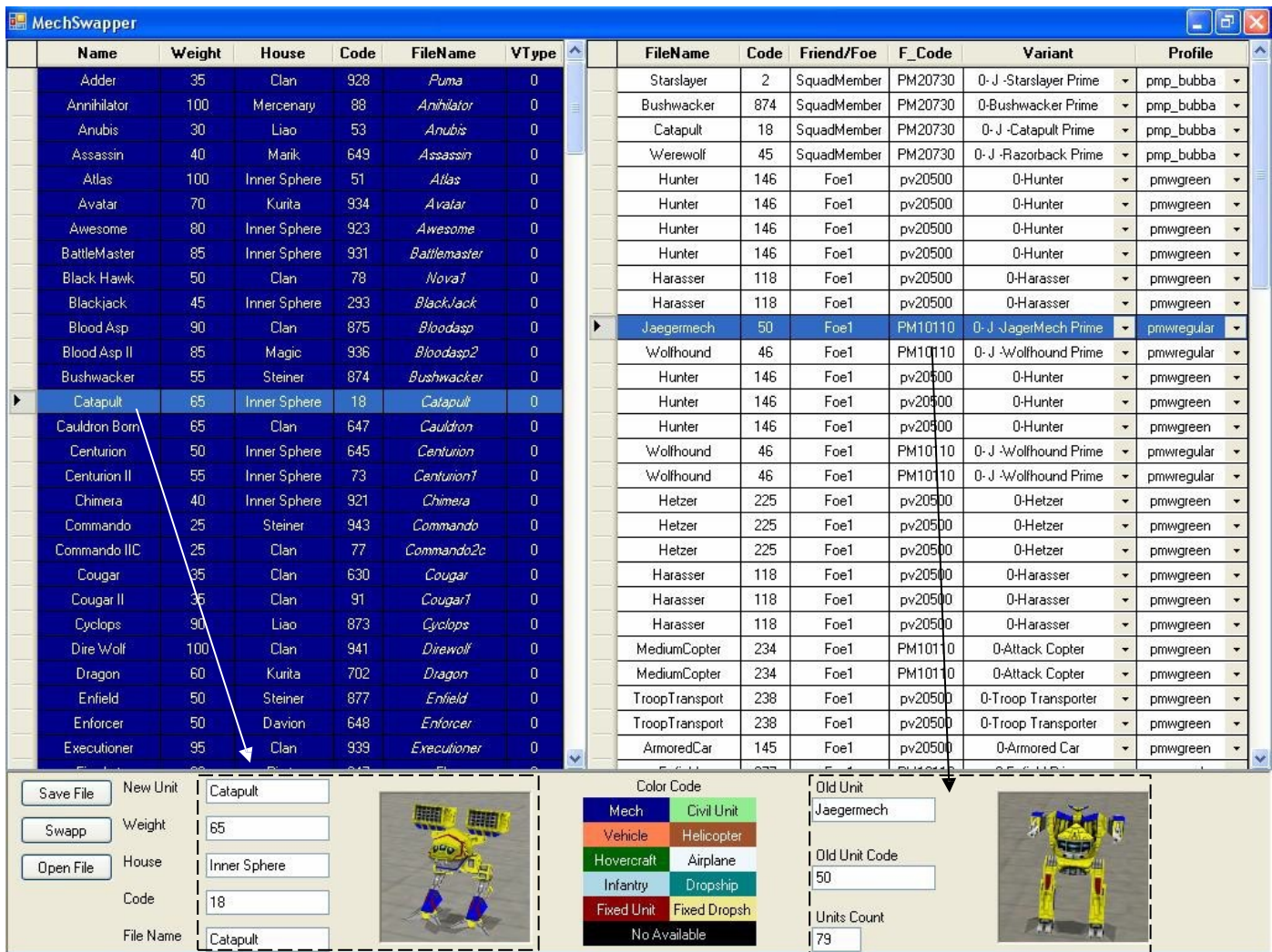


Figure 7 Select unit in catalog (left side) and mission.fit file (right side). The mission.fit selection is the unit to be replaced by the unit selected from the catalog.

Click on the unit on the catalog (left side) and click on the unit on the mission.fit file (right side). Notice that the units in the left will be used in to swapp the units in the right. See selection in **Figure 7**.

Figure 8 zooms on the selected mech in the catalog on the left.

Figure 9 zooms on the selected unit in the mission.fit list on the right.

Figure 10 shows the console providing basic information on the current (old) and catalog selected (new) units.

Blood Asp II	85	Magic	936	<i>Bloodasp2</i>	0
Bushwacker	55	Steiner	874	<i>Bushwacker</i>	0
▶ Catapult	65	Inner Sphere	18	<i>Catapult</i>	0
Cauldron Born	65	Clan	647	<i>Cauldron</i>	0
Centurion	50	Inner Sphere	645	<i>Centurion</i>	0

Figure 8 Zoom on the selection of the units from the catalog (left side)

Harasser	118	Foe1	pv20500	0-Harasser	pmwgreen
Jaegermech	50	Foe1	PM10110	0-J -JagerMech Prime	pmwregular
Wolfhound	46	Foe1	PM10110	0-J -Wolfhound Prime	pmwregular

Figure 9 Zoom on the selection of the units from the mission.fit list (right side).


Save File | New Unit: Catapult

Swapp | Weight: 65

Open File | House: Inner Sphere

Code: 18

File Name: Catapult



Color Code

Mech	Civil Unit
Vehicle	Helicopter
Hovercraft	Airplane
Infantry	Dropship
Fixed Unit	Fixed Dropsh
No Available	

Old Unit: Jaegermech

Old Unit Code: 50

Units Count: 79




Figure 10 Zoom on the console: you can see the selection from the catalog on the left and the selection of the current unit to be swapped (Old Unit) on the right.

After pressing the Swapp button then the new unit is in the mission.fit list and you can see it in the **Figure 11**.

Note: the unit will be placed in the mission.fit list with the variant 0, even if the prior unit was different than 0. However, there is a pull down menu from 0 to the maximum number of available variants for that unit in that cell to allow changes; see **Figure 12**.

Bushwacker	55	Steiner	874	Bushwacker	0
Catapult	65	Inner Sphere	18	Catapult	0
Cauldron Born	65	Clan	647	Cauldron	0

Harasser	118	Foe1	pv20500	0-Harasser	pmwgreen
Catapult	18	Foe1	PM10110	0-J -Catapult Prime	pmwregular
Wolfhound	46	Foe1	PM10110	0-J -Wolfhound Prime	pmwregular

Figure 11 Shows the new unit in the mission.fit list. Note: the units are placed as variant 0 to avoid non-existing variants of the new unit in the revised mission.fit file.

Harasser	118	Foe1	pv20500	0-Harasser	pmwgreen
Harasser	118	Foe1	pv20500	0-Harasser	pmwgreen
Catapult	18	Foe1	PM10110	0-J -Catapult Prime	pmwregular
Wolfhound	46	Foe1	PM10110	0-J -Catapult Prime	pmwregular
Hunter	146	Foe1	pv20500	1-J -Catapult Elite	pmwgreen
Hunter	146	Foe1	pv20500	2-J -Catapult CPLT-C6	pmwgreen
Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen

Figure 12 Notice that even if the program swaps all the new units with variant 0, there a pull down menu that allows the selection of any existing (even hidden) variant for that unit.

	Harasser	118	Foe1	pv20500	0-Harasser	pmwgreen
▶	Catapult	18	Foe1	PM10110	0-J-Catapult Prime	pmwregular
	Wolfhound	46	Foe1	PM10110	0-J-Wolfhound Prime	pmwregular
	Hunter	146	Foe1	pv20500	0-Hunter	pmwrepair
	Hunter	146	Foe1	pv20500	0-Hunter	pmwrooster
	Hunter	146	Foe1	pv20500	0-Hunter	pmwscooter
	Hunter	146	Foe1	pv20500	0-Hunter	pmwscout
	Hunter	146	Foe1	pv20500	0-Hunter	pmwgreen

Figure 13 Every unit in the mission.fit list offers to change the skill level of the pilot without any unit swap.

Figure 14 shows that the swapped unit from the catalog now shows up in the mission.fit file; the process can be repeated as many times as necessary.

Figure 14 The console shows the same mech name and image for the catalog and the mission.fit file.

Inner Sphere	645	Centurion	0	Hunter	146	Foe1	pv20500	0-Hur
Inner Sphere	73	Centurion1	0	Hunter	146	Foe1	pv20500	0-Hur
Inner Sphere	921	Chimera	0	Hunter	146	Foe1	pv20500	0-Hur
Steiner	943	Commando	0			Foe1	PM10110	0-J-Wolfho
Clan	77	Commando2c	0			Foe1	PM10110	0-J-Wolfho
Clan	630	Cougar	0			Foe1	pv20500	0-Het
Clan	91	Cougar1	0			Foe1	pv20500	0-Het
Liao	873	Cyclops	0			Foe1	pv20500	0-Het
Clan	941	Direwolf	0			Foe1	pv20500	0-Hara
Kurita	702	Dragon	0	Harasser	118	Foe1	pv20500	0-Hara
Steiner	877	Enfield	0	Harasser	118	Foe1	pv20500	0-Hara
Davion	648	Enforcer	0	MediumCopter	234	Foe1	PM10110	0-Attack

Figure 15 once the SAVE button is pressed, the old file is saved with a new name that is led by the year, month, day hour, minute and seconds. The new file is saved with the old name; this guarantees that there is a backup of the changes to the mission.fit file.

There is also the option to change the pilot or the pilot's skill level for any unit in the mission.fit file without swapping.

After executing all the swapps you can proceed to save. Save is different than it does not allow you to browse around or change the name of the mission.fit file. This is because this file is related to other two files with the same name. For that purpose the new version of the file takes the old name. While the old version of the file takes the same name with a series of number preceding the original name. Those numbers are the year, month, day, hour, minutes and seconds. This way there is a backup of the file or several of them; see **Figure 15**.

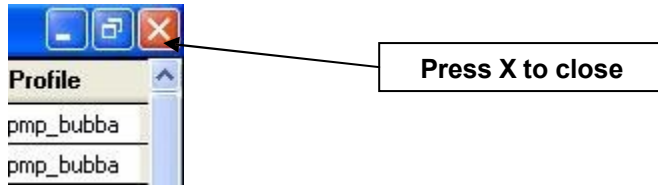


Figure 16 Press the upper right corner X to close program.

You can close the program by pressing the top-right x in a corner , see Figure 16, or you can open another mission.fit file to swap units.

Uncommon Situations

Figure 17 The black bands with gray letters in the catalog indicate units unavailable for this install of MC2X.

Happy Swapping !